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GAME BOY ADVANCE

# SPIDER-MAN

## MYSTERIO'S MENACE



ACTIVISION

INSTRUCTION BOOKLET

MARVEL

Nintendo

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## Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



### WARNING - BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "ESPIONAGE" SOURCE AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. Use Game Boy Advance with only official batteries. Do not use alkaline (AA) or any other non-official batteries.
2. Do not mix used and new batteries together in all batteries at the same time.
3. Do not put the batteries in backwards (positive (+) and negative (-) ends must face the proper direction). The battery terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not use battery system. Do not mix alkaline and carbon-zinc batteries in one battery compartment in batteries. Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of time when not in use.
7. Do not leave the power switch on when the batteries have run their course.
8. When you finish using the Game Boy Advance, always slide the battery switch OFF.
9. Do not dispose of batteries in a fire.
10. Do not use rechargeable type batteries such as nickel cadmium, nickel metal hydride, lithium-ion, and not to be recharged.
11. Do not use a charger or any other device to charge the batteries or to connect them to any power source.
12. Do not insert or remove batteries while the power is ON.
13. CRITICAL NOTE: Rechargeable batteries are to be removed before recharging. Rechargeable batteries are only to be recharged under adult supervision.

## WARNING - REPETITIVE STRAIN

Playing video games can irritate your muscles, joints or skin that play a long time. Reduce the irritation by following these suggestions:

- Take a 10 to 15 minute break every hour, even if you can't feel your hand or arm.
- If your hand, wrist or arm becomes numb or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have numb fingers, wrists or arm during or after play, stop playing and see a doctor.

## WARNING - SEIZURE

Some people (about 1 in 4000) may have episodes of brief loss triggered by light flashes, such as when watching TV or playing video games, even if they have never had a seizure before. Anyone who has had a seizure, had a family history of seizures, or other symptoms likely to be epileptic, should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY if you observe a seizure if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary head/neck, Disorientation.

TO REDUCE THE RISK OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit at least 10 to 15 feet from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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## STARTING THE GAME

Make sure the POWER switch is OFF.

Insert the Spider-Man™: Mystery of the Menace™ Game Pak into the Game Boy Advance™ slot as described in your Nintendo Game Boy Advance™ instruction manual.

Turn the POWER switch ON.

Note: The Spider-Man™: Mystery of the Menace™ Game Pak is for the Game Boy Advance™ system only.

## GAME BOY ADVANCE™ CONTROLS

All of the instructions refer to the default control scheme shown here.

### Basic Controls





## Spider Moves

- |                    |  |
|--------------------|--|
| Wall Attach        | In the air, press in the direction of wall to cling to it.             |
| Wall Release       | A Button while clinging to a wall.                                     |
| Wall Jump          | A Button and up while clinging to a wall.                              |
| Pull Up            | Hold Up at top of jump near platform.                                  |
| Floor Drop         | Down and A Button while standing or crouching on a suspended platform. |
| Ceiling Attach     | In the air near ceiling, Up to cling to ceiling.                       |
| Ceiling Release    | A Button while clinging to a ceiling.                                  |
| Ceiling Power Drop | Down and B Button while clinging to a ceiling.                         |
| Wall/Ceiling Punch | B Button while clinging to surface (directional).                      |

## Web Moves

(These moves require web fluid.)

- |             |   |
|-------------|---|
| Impact Web  | L Button at any time (directional).                                       |
| Capture Web | R Button at any time (directional).                                       |
| Web Shield  | L and R Buttons simultaneously while standing or crouching (directional). |
| Web Swing   | A Button while in the air.  |

## Ground Moves

- |              |  |
|--------------|--|
| Jump         | A Button while standing. Crouch before jumping for additional height.                        |
| Punch        | B Button while standing. Connecting three punches in a row will enable a fourth power punch. |
| Running Kick | B Button while running.  |
| Uppercut     | Up and B Button while standing.  |



**Spin Kick**

Up/Forward and B Button while running or standing.

**Sweep Kick**

B Button while crouching.

### **Aerial Moves**

**Spin Kick (air)**

Up and B Button while in the air or while swinging.

**Flying Kick**

B Button while in the air or while swinging.

**Dive Kick**

Down and B Button while in the air or while swinging.

### **Views**

**Look Up**

Hold Up while standing.

**Look Down**

Hold Down while crouching.

**Look Left/Right**

Hold Left or Right while clinging to wall.



## **MYSTERIO'S MENACE**

A casual telephone call with Mary Jane is the beginning of a new adventure for Spider-Man, aka Peter Parker.

Three seemingly unrelated incidents require the superhero's attention in different parts of the city. Rhino is pulling off a heist at the docks, Hammerhead is fighting it out with some goons downtown, and Big Wheel is smashing up a factory.

It's going to be a long night for the web slinger.

When you begin your adventure, you will have three areas of the city that you can investigate. Pick the level that will be the biggest challenge or the easiest to complete, depending on which you prefer. As you complete a level, other areas in the game become available and can be accessed from the Map Selection screen.



## MAIN MENU

Use the Control Pad to navigate through the menu options. Press the A Button to activate your selection. Press the B Button to go to the previous menu.

### New Game

Select New Game to begin your adventure. You will be asked to choose between Easy, Normal, and Super Hero difficulty. Use the Control Pad to move the cursor up and down to highlight a difficulty level. Press the A Button to confirm your selection and enter the game or press the B Button to return to the Main menu.

### Difficulty Select

- **Easy:** You will start the game with five lives and a full supply of web fluid. On-screen tips will provide information about power-ups, and enemies will be easier to defeat.



- **Normal:** You will start the game with three lives and three web fluid cartridges. There are no on-screen tips for power-ups and all enemies will have the standard difficulty level.
- **Super-Hero:** The ultimate challenge. You will start with two lives and one web fluid cartridge. Enemies will be very difficult to defeat.

## PASSWORD MENU

Entering a password in this menu will allow you to restore your game progress. Use the Control Pad to move the cursor and highlight the letters and numbers in your saved password. Press the A Button to select the number or letter. Press the B Button to remove a character.





## SOUND MENU

Press the Up or Down directional buttons to highlight an option. Press the Right directional Button to raise or the Left Button to lower the volume level. Select Back or press the B Button to return to the Main menu.



## MAP SELECTION SCREEN

The Map Selection screen shows the areas of New York City that are available for play. You'll slowly open up more and more areas of the map by defeating the different levels. A red area has yet



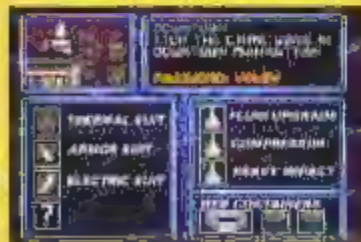
to be investigated, while a yellow area indicates a level that has been completed. You can always return to a completed level to search for hidden power-ups.

## PAUSE MENU

Press START while playing the game to access the Pause menu. Select Quit Game to leave the game. Select Resume to continue playing.

## INVENTORY SCREEN

Press SELECT in-game to access the inventory screen. The current level objective will be displayed as well as all of the unique items currently in Spidey's possession. The password is also displayed on this screen, which will allow you to restore your progress at a later time.





## ON-SCREEN DISPLAY



**Lives Remaining:** Shows how many lives Spider-Man has remaining.

**Spider-Sense Aura:** Alerts Spider-Man to attacks from off-screen.

**Life Meter:** The red bar displays how much health Spider-Man has remaining.

**Web Meter:** The blue bar displays how much web fluid Spider-Man has in the current cartridge.

**Web Cartridges Remaining:** Shows how many web cartridges Spider-Man has remaining.

**Armour Meter:** The yellow bar on top of the life meter shows how much armour Spider-Man has remaining.

**Boss Life Meter:** Displays how much health the current boss has remaining.

**Enemy Life Meter:** Displays the health remaining for the enemy that you are currently fighting.



## POWER-UPS

### Armour

There are blue and green armour power-ups all throughout the city. A green armour power-up will give Spidey one third of a bar of armour. A blue armour power-up will give Spidey a full bar of armour. When Spidey is wearing armour, enemy hits will deplete his armour but will not affect his health.

Note: Green armour does not accumulate. Multiple green armour power-ups will not raise Spidey's armour meter above one-third full.

### Web Fluid

Collect web refill power-ups to replenish Spidey's supply of fluid.

Many of Spidey's moves require web-fluid to perform. There is a meter that keeps track of how much fluid he has left and an indicator that shows how many web cartridges remain on Spidey's belt. Once Spidey's web meter is depleted, Spidey will automatically load a new web cartridge. If Spidey runs out of web fluid, many of his moves will be unavailable.

### First Aid Kits

Refills one fourth of Spidey's health bar.



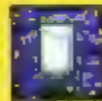
### Full First Aid Kits

Fills Spidey's health bar up completely.



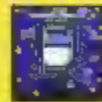
### Web Cartridge Refill

Refills one full web cartridge.



### Web Refill

Refills one fourth of the web meter.



### **Invincibility Spider**

Makes Spidey invulnerable for a short amount of time and increases the amount of damage that he does to enemies



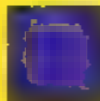
### **Green Armour**

Refills up to 50% of the health of the armourer metal



### **Blue Armour**

Acts as the most a armour metal



### **One-up**

Gives Spidey an extra life



### **UNIQUE ITEMS**

#### **Spider Belt**

Allows Spidey to carry two extra web cartridges



#### **Wrist Container**

Allows Spidey to carry one extra web cartridge  
There are two available



#### **Thermal Suit**

Reduces the damage of fire attacks Spidey Me  
also gains immunity to incineration



#### **Armour Suit**

Reduces a non-thermal non-electric damage



### Electric Suit

Reduces electrical damage



### Black Symbiote Suit

Hefty black suit will give Soldier-Pan additional powers. The exact effects of the suit remain a mystery.



### Web Compressor

Reduces web fluid consumption



### Fluid Formula Upgrade

Increases web capture time



### Heavy Impact Web

Increases damage dealt by impact web attacks and knocks enemies down





## LOCATIONS

### Downtown

Spidey must use all of his web-slinging skills here because this area features lots of vertical action.



### Pier 64

The docks are a shady place to begin with. Spider-Man must use all of his web-swinging skills to navigate over water and through industriallement areas.



### Empire Metals Foundry

The foundry is full of all sorts of hazards: from pits of molten metal to automated grinding and crushing machinery. It's all quite a bit of a pain to get through, but Spider-Man won't get too frustrated while defeating a slew of dangerous enemies.



As you begin to unravel the mysterious events plaguing New York, you will open up new areas of the city to investigate.



## CHARACTERS

### Spider-Man

Could Spider-Man's amazing powers and abilities, which include shooting webs, incredible dexterity, and strength, save crawling, and spider sense (superhuman sense of New York City's supervillains). When Mystio's computer starts to unfold Spidey can't help being caught in the middle of it all.



### Mysterio

The greatest special effects wizard has decided to once again provide the world that he is the undisputed master of illusion.



### Scorpion

Back to a suit that makes him a deadly weapon. Max Sagar, known as Scorpion, uses his powers for evil.



### Big Wheel

The product of the evil genius mind of Jason Wingo, Big Wheel is a type of one-wheeled tank.



### Hammerhead

Hammerhead is one of the big monster bosses of NYC. He is a massive light-blue shark that mauls most people out with his powerful addition of unsharpened head butt.



## Rhino

Rhino's powerful charge attack can deal enough damage to crush a car and must be avoided. Spider-Man's to defeat him.



## Electro

Able to manipulate, project, and shape electrical discharges, Electro can take down even the hardest of heroes.



## EVIL MINIONS

### Ninja



### Masked Goon



### Chem Worker



### Evil Worker



### Skeleton



### Mobster



### Strong Thug



### Clown



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2. How nations and states share a system of ideas in common
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